

40th CALLERLAB Convention - Raleigh, NC March 25-27, 2013

Presented by – Doug Davis

METHODS of CHOREOGRAPHIC MANAGEMENT - MODULE CALLING

1. HISTORY/BACKGROUND

- A. Module calling was invented in the late 1950s and early 1960s.
- B. Module calling requires knowledge of the FASR of a square. This is covered more completely in the topic “Mechanics of Choreography.”
 - (1) Formation
 - (2) Arrangement
 - (3) Sequence
 - (4) Relationship
- C. Module calling is a building-block approach. Modules which have the same choreographic effect are interchangeable with each other.
- D. Modules may be mixed and matched in a variety of ways to create an interesting dance.

2. DEFINITIONS

- A. A Module is a call or a series of calls having a known choreographic effect. A module takes dancers from one known FASR to some other known FASR (may be same or different).
- B. Types of modules:
 - (1) **Get-In** modules start at Home and end at a particular FASR state.
 - (2) **Conversion** modules change the setup from one FASR to another.
 - (3) **Equivalent** modules are interchangeable with each other.
 - (4) **Get-Out** modules start in a known FASR state, and resolve the square.
 - (5) **Zero** modules return the setup to the same FASR from which it started. There are several kinds of zeros.
 - (a) A **Geographic Zero** returns the dancers to the same exact footprints.
 - (b) A **True Zero** returns the set to the same FASR (for example, by rotating the square 180 degrees).
 - (c) A **Fractional Zero** must be called multiple times to return the set to the starting FASR.
 - (d) A **Technical Zero** returns the dancers to an equivalent FASR, in exactly half of the possible sequence states. A Technical zero module:
 - i. Always interchanges the positions of the Heads and the Sides.
 - ii. Is always half of a True Zero.
 - iii. Usually changes the ends and centers.
 - iv. Often changes the infacers and outfacers.
 - v. In 2 of the 4 possible sequence states, a Technical Zero is a zero. In the other 2 sequence states, a Technical zero produces a Four Ladies Chain effect.

3. USING MODULES

- A. Call a get-in.
- B. Optionally, call conversions.
- C. Optionally, call zeros.
- D. Call a get-out.
- E. Use equivalents for variety.
- F. Modules can also be used in singing calls.

4. TREMENDOUS VARIETY IS POSSIBLE

- A. 1 get-in, 1 zero and 1 get-out can be combined into 2 different routines.

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- B. 2 get-ins, 2 zeros and 2 get-outs can be combined into 28 different routines.
- C. 3 get-ins, 3 zeros and 3 get-outs can be combined into 360 different routines.
- D. 4 get-ins, 4 zeros and 4 get-outs can be combined into 5456 different routines.
- E. 5 get-ins, 5 zeros and 5 get-outs can be combined into 97,650 different routines!!

5. GETTING DOUBLE USAGE FROM YOUR MODULES

- A. All “Facing Couple Zeros” are also Zero Box Getouts.
- B. Most “Zero Box Getins” are also “Zero Line Getouts”.
- C. All “Zero Box to Zero Line” conversion modules can also convert a Zero Line to a Zero Box. You can use the same module in two different directions.
 - (1) From a Zero Line, call “Star Thru” (*or equivalent*).
 - (2) Then call your Zero Box to Zero Line conversion module.
 - (3) Then call “Star Thru” (*or equivalent*) again.
 - (4) You’ll end up in a Zero Box.
- D. All “Zero Line to Zero Box” conversion modules can be used in both directions.
 - (1) From a Zero Box, call “Star Thru, Right & Left Thru”.
 - (2) Then call your Zero Line to Zero Box conversion module.
 - (3) Then call another “Star Thru, Right & Left Thru”.
 - (4) You’re now in a Zero Line.
- E. Most call sequences, if repeated enough times, will eventually zero out!

6. PRACTICE EXERCISES

- A. The “Chicken Plucker”
 - (1) Substitute equivalents for the various calls.
 - (2) Insert zero modules.
 - (3) Use a different get-in and/or get-out.
 - (4) Insert conversion modules.
- B. Create your own modules (get-in, get-out, conversion, zero):
 - (1) Module which contains a specific call.
 - (2) Module which does NOT contain a specific call.
 - (3) Get-out module with a specific call just before the Left Allemande or R&L Grand or Promenade.
- C. Pay attention to which modules work well and dance well.

7. ADVANTAGES OF MODULE CALLING

- A. Modules are an effective method of choreographic control.
- B. Modules offer much greater variety than Memory calling.
- C. Modules are a fine way to supplement and back up your sight-calling skills.
- D. Modules allow you to watch the dancers and call with good timing.
- E. Even experienced sight callers can enhance their calling with good get-out modules.
- F. Modules are a “safe” way of learning to call, because you know your material will “work”.

8. DISADVANTAGES OF MODULE CALLING

- A. Modules are normally not versatile enough to use as your main calling method.
- B. Module calling still requires extensive memory work.
- C. There is a risk of limited variety, because the best modules are overused.

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GETIN MODULES

Researched from many other callers

From Static Square (SS) to Zero Box (ZB):

- Heads/Sides Flutterwheel, Sweep a Quarter, Pass Thru
- Heads/Sides Pass the Ocean, Girls Trade, Recycle, centers Pass Thru
- Heads/Sides Promenade Halfway, Pass the Ocean, Extend <ZB wave>
- Heads/Sides Right & Left Thru, Square Thru 2
- Heads/Sides Right & Left Thru, Rollaway, Slide Thru
- Heads/Sides Square Thru
- Heads/Sides Touch 1/4, Boys Run

From Static Square (SS) to Lead Right Box (LRB):

- Head/Side Ladies Chain, Heads/Sides Star Thru, Pass Thru
- Heads/Sides Lead Right
- Heads/Sides Pass the Ocean, Girls Trade, Extend <LRB wave>
- Heads/Sides Touch 1/4, Walk & Dodge

From Static Square (SS) to Zero Line (ZL):

- Heads/Sides Lead Right, Veer Left, Bend the Line, Right & Left Thru
- Heads/Sides Lead Right, Circle to a Line
- Heads/Sides Pass the Ocean, Girls Trade, Extend, Swing Thru, Boys Run, Bend the Line
- Heads/Sides Touch 1/4, Walk & Dodge, Touch 1/4, Walk & Dodge, Partner Trade

From Static Square (SS) to Across-the-Street Box (XB)

- Heads/Sides Pass the Ocean, Extend <XB wave>
- Heads/Sides Right & Left Thru, Square Thru 4
- Heads/Sides Square Thru 2 hands
- Heads/Sides Star Thru, Pass Thru

GEOGRAPHIC ZERO and TRUE ZERO MODULES

Researched from many other callers

From Facing Couples:

- Pass the Ocean, Girls Trade, Recycle, Star Thru
- Pass the Ocean, Recycle, Sweep a Quarter
- Right & Left Thru, Flutterwheel, Reverse Flutterwheel
- Right & Left Thru, Rollaway, Box the Gnat
- Right & Left Thru, Square Thru, Partner Trade, Slide Thru
- Star Thru, Right & Left Thru, Slide Thru
- Step to a Wave, Girls Trade, Recycle, Right & Left Thru
- Swing Thru, Centers Run, Wheel & Deal
- Swing Thru, Spin the Top, Slide Thru
- Swing Thru, Swing Thru, Right & Left Thru
- Swing Thru, Swing Thru, Swing Thru, Swing Thru
- Touch 1/4, Face Your Partner, Pass Thru, U-Turn Back
- Touch 1/4, Girls Run, Touch 1/4, Boys Run
- Touch 1/4, Scoot Back, Boys Run, Reverse Flutterwheel, Sweep a Quarter
- Touch 1/4, Scoot Back, Boys Run, Right & Left Thru, Slide Thru

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From an Eight Chain Thru Formation:

- Eight Chain Four <*a True Zero*>
- Eight Chain Thru
- Right & Left Thru, Veer Left, Ferris Wheel, Centers Pass Thru
- Right & Left Thru, Veer Left, Wheel & Deal
- Step to a Wave, All 8 Circulate, All 8 Circulate <*a True Zero*>
- Step to a Wave, Girls Trade, Girls Run, Tag the Line, face Right, Ferris Wheel, centers Pass Thru
- Swing Thru, Boys Run, Couples Circulate, Ferris Wheel, Double Pass Thru, Leaders Partner Trade
- Swing Thru, Boys Run, Ferris Wheel, centers Pass Thru
- Touch 1/4, Split Circulate, Boys Run, Pass the Ocean, Recycle, Right & Left Thru

From Facing Lines:

- Pass the Ocean, Swing Thru, Boys Run, Ferris Wheel, Centers Pass Thru, Right & Left Thru, Star Thru
- Pass Thru, Wheel & Deal, Double Pass Thru, First Couple go Left, Next Couple Go Right

TECHNICAL ZERO and CONVERSION MODULES

Researched from many other callers

Technical Zero Modules from a Zero Box (ZB):

- Pass Thru, Centers Square Thru, others Cloverleaf
- Star Thru, Pass Thru, Bend the Line, Star Thru
- Swing Thru, All 8 Circulate, Boys Run, Wheel & Deal
- Swing Thru, Girls Circulate, Boys Trade, Swing Thru, Boys Circulate, Girls Trade
- Swing Thru, Girls Circulate Twice, Boys Trade, Boys Circulate Once, Swing Thru, Boys Circulate Twice, Girls Trade, Girls Circulate Once

Technical Zero Modules from a Zero Line (ZL):

- Bend the Line
- Pass Thru, Bend the Line, Right & Left Thru
- Pass Thru, Wheel & Deal, Centers Pass Thru, Swing Thru, Boys Run, Bend the Line
- Right & Left Thru, Pass Thru, Bend the Line

Conversion Modules from a Zero Box (ZB) to a Zero Line (ZL):

- Swing Thru, Boys Run, Boys Circulate, Girls Trade, Bend the Line, Right & Left Thru
- Swing Thru, Boys Trade, Boys Circulate, Boys Run, Bend the Line
- Swing Thru, Girls Circulate, Boys Trade, Boys Run, Bend the Line

Conversion Modules from a Zero Line (ZL) to a Zero Box (ZB):

- Pass the Ocean, Boys Circulate, Girls Trade, Recycle, Pass Thru, Trade By
- Pass Thru, Wheel & Deal, Centers Swing Thru then Turn Thru
- Pass Thru, Wheel & Deal, Centers Star Thru then Lead Right
- Touch 1/4, Single File Circulate, Boys Run

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EQUIVALENT MODULES

Researched from many other callers

Equivalent to Flutterwheel:

- Pass the Ocean, Girls Trade, Single Hinge, Girls U-Turn Back
- Reverse Flutterwheel, Sweep a Quarter, Sweep a Quarter
- Right & Left Thru, Two Ladies Chain
- Two Ladies Chain, Right & Left Thru

Equivalent to Pass Thru:

- Right & Left Thru with a Full Turn
- Right & Left Thru, Square Thru 3
- Rollaway, Star Thru, U-Turn Back, Star Thru
- Square Thru 3, U-Turn Back, Box the Gnat, Square Thru 3
- Square Thru 5 Hands
- Star Thru, Square Thru
- Step to a Wave, Girls Trade, Recycle, Square Thru 3
- Swing Thru, Boys Trade, Turn Thru
- Veer Left, Veer Right

Equivalent to Right & Left Thru:

- Pass Thru, California Twirl
- Pass Thru, Partner Trade
- Rollaway, Box the Gnat
- Slide Thru, Star Thru
- Star Thru, Slide Thru
- Swing Thru, Spin the Top, Right & Left Thru, Star Thru
- Swing Thru, Swing Thru

Equivalent to Square Thru:

- Flutterwheel, Sweep a Quarter, Pass Thru
- Pass the Ocean, Centers Trade, Recycle, Pass Thru
- Pass Thru, U-Turn Back, Star Thru
- Right & Left Thru, Rollaway, Star Thru
- Right & Left Thru, Star Thru, Pass Thru
- Star Thru, California Twirl
- Star Thru, Square Thru 3
- Touch 1/4, Boys Run
- Touch 1/4, Girls Run, Turn Thru
- Touch 1/4, Girls Run, U-Turn Back

Equivalent to Star Thru:

- Pass the Ocean, Swing Thru, Boys Run, Wheel & Deal
- Right & Left Thru, Flutterwheel, Sweep a Quarter
- Square Thru, Partner Trade
- Swing Thru, Spin the Top, Right & Left Thru
- Touch 1/4, Scoot Back, Boys Run

Equivalent to "Swing Thru, Boys Run":

- Right & Left Thru, Veer Left
- Star Thru, Pass the Ocean, Girls U-Turn Back
- Star Thru, Right & Left Thru but Courtesy Turn 1/4 more, Girls Trade

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- Step to a Wave, Girls Trade, Girls Run, Tag the Line, face Right
- Touch 1/4, Split Circulate, Single Hinge, Girls U-Turn Back

Equivalent to Two Ladies Chain:

- Right & Left Thru, Flutterwheel
- Reverse Flutterwheel
- Pass the Ocean, Girls Trade, Recycle, Sweep a Quarter
- Pass the Ocean, Recycle, Star Thru
- Pass Thru, Boys Run, Split Circulate, Boys Run

GETOUT MODULES

Researched from many other callers

From Zero Box (ZB) to Left Allemande:

- Right & Left Thru, Veer Left, Chain down the Line, Touch 1/4, Girls U-Turn Back, Left Allemande
- Slide Thru, Square Thru but on the Fourth Hand, Left Allemande
- Star Thru, Pass Thru, Tag the Line, Centers In, Cast Off 3/4, Left Allemande
- Star Thru, Pass Thru, Tag the Line, face in, Left Allemande
- Star Thru, Square Thru 3, Left Allemande
- Swing Thru, Boys Cross Run (to the LEFT), Left Allemande
- Swing Thru once and a half, Boys Cross Run, Left Allemande

From Zero Box (ZB) to R&L Grand

- Right & Left Thru, Rollaway, Pass Thru, R&L Grand
- Square Thru 4, Ends Fold, Pass Thru, R&L Grand
- Swing Thru, Boys Trade, Boys Circulate, Boys Run, Boys Fold, R&L Grand
- Swing Thru, Boys Trade, Pass Thru (or Step Thru), R&L Grand
- Swing Thru, Girls Circulate, Boys Trade, R&L Grand

From Zero Line (ZL) to Left Allemande:

- Left Allemande
- Pass the Ocean, Girls Trade, Recycle, Pass Thru, Left Allemande
- Right & Left Thru, Dixie Style to a Wave, Girls Circulate, Boys Trade, Left Allemande
- Right & Left Thru, Rollaway, Slide Thru, Left Allemande
- Star Thru, Square Thru 3, Left Allemande

From Zero Line (ZL) to R&L Grand

- Boys Walk Girls Dodge, Cast Off 3/4, Boys Trade, R&L Grand
- Pass the Ocean, Recycle, Veer Left, Boys Fold, R&L Grand
- Right & Left Thru, Rollaway, Pass the Ocean, R&L Grand
- Right & Left Thru, Rollaway, Pass Thru, Face your Partner, R&L Grand
- Right & Left Thru, Slide Thru, Box the Gnat, R&L Grand
- Square Thru 3, Partner Trade, Face Your Partner, R&L Grand
- Star Thru, R&L Thru, Rollaway, Square Thru but on the Third Hand, R&L Grand
- Touch 1/4, Girls Run, R&L Grand